

CLANDESTINY'S
GUIDEBOOK
TO SCOTLAND

TELEGRAM

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TO ANDREW J. MACPHILES

HEED DESTINY'S CALL! YOU, SIR, ARE THE LAST LIVING SCION OF CLAN MACPHILES. THE BEAST OF DEATH HAS TAKEN THE 12TH EARL, NOW HIS SOUL IS FREE. LET THIS BE CLEAR, NO STONE WAS LEFT UNTURNED TO FIND YOU

--
FOR TO YOU AND YOURS ALONE GO CASTLE MACPHILES, ITS LANDS -- AND ALL THAT IT WILL BRING.

LOOK WITHIN YOU (THE BRAVE HEART SLAYS ALL DOUBT), AND RETURN AT ONCE TO SCOTLAND TO WIN YOUR LEGACY. LET HE WHO DOUBTS THESE WORDS BE CURSED UNTO ETERNITY.

SIGNED,
ANGUS MACNAB,
SOLICITOR

FRONSHIP 20:11 EST

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THIS IS FERGUS, THE HANDYMAN ...

Hoozyersel? I takes the bags, and I cleans the floors; just call on me to open the doors.

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INSTALLATION



Welcome to Castle MacPhiles, and the thousand-year saga of *Clandestiny*! This manual will acquaint you with the unique customs and traditions of the Castle, and provide you with the basic facts that will make your first few days as comfortable and easy as possible. If you have questions that are not addressed on these pages, we recommend that you turn to the online GuideBook or ask the hired help for assistance.

'That would be me... 'hired help', indeed...and 'comfortable and easy' are no' the words I'd choose to describe this place. But we've got business to take care of afore I can show ye the castle...let's be gettin' to it!

HARDWARE REQUIREMENTS

To run *Clandestiny*, your computer should meet one of the following hardware and software configurations:

IBM-PC AND COMPATIBLES

- IBM-PC compatible computer with a Pentium P60 microprocessor
- Windows 95
- 8MB of RAM
- A local bus video card with 1MB of RAM which is compatible with DirectDraw 2.0 or later
- 100% SoundBlaster-compatible sound card
- Hard disk with at least 8MB of free space
- Microsoft-compatible mouse

We also recommend:

- Good quality powered speakers
- Fast Internet connection

TO BEGIN INSTALLATION
OF CLANDESTINY...

WINDOWS 95 INSTALLATION

Please insert Clandestiny Disk 1 into your CD-ROM drive.

If your computer is Autoplay capable, a *Clandestiny* menu will automatically appear on the screen.

Select "Install" to launch the installation program. Follow the on-screen instruction to install *Clandestiny* on your system.

If your computer isn't Autoplay capable, double click the "My Computer" folder on your desktop, then select the drive letter which represents your CD-ROM drive (usually drive "D").

Double click the icon labeled "Setup." Follow the instructions to install *Clandestiny* to your hard drive.

You may have to restart your computer before launching *Clandestiny*. You will be prompted to do so if this step is necessary.

UNINSTALL

Please insert Clandestiny Disk 1 into your CD-ROM drive.

If your computer is Autoplay capable, a *Clandestiny* menu will automatically appear on the screen.

Select "Uninstall" to begin the process of removing *Clandestiny* from your hard drive. Follow the instructions to uninstall *Clandestiny*.

If your computer is not Autoplay capable, click on the "Start Menu" button and select "Programs". Within this directory select the "Trilobyte" folder and choose the "Uninstall" option. Follow the on screen instructions to remove *Clandestiny* from your system.

ABOUT OUR WEBSITE

An Internet connection is recommended so you can gain access to Trilobyte's website, which includes a special section dedicated to players of *Clandestiny*. You will find useful tips, game updates, and perhaps even a contest where you can win fantastic prizes. Come check it out at www.tbyte.com



GETTING STARTED



ell, ye got yerself unpacked, now, have ye? Good. The new master and his bride-to-be are a-waitin' fer ye in the foyer, and we'd best not keep 'em waitin', now.... Jest do what this chapter tells ye, step by step and no dawdlin', and we'll be on our way!

THE CLANDESTINY WELCOME SCREEN

This is an example of the first screen that appears when you launch the game. It offers you four options:



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SETTING THE BRIGHTNESS LEVEL

Castle MacPhiles is ancient and mysterious. At this screen, adjust your monitor's brightness to the level that shows *Clandestiny* in the best possible light.

In the mouths of each of the four faces is a letter. Adjust the brightness controls on your monitor until you can just see these four letters.

When you're finished, click any of the letters to move on.

THE ARRIVAL

You now find yourself (along with our hero, Andrew MacPhiles, the reluctant 13th Earl of MacPhiles, and his lovely bride-to-be, Paula) on a wind-swept highway in the Scottish Highlands, just a mere half-mile from the absolute Middla' Nowhere, and somewhere in the vicinity of Castle MacPhiles.

To bypass the arrival, click the RIGHT mouse button once.

SELECTING A DIFFICULTY LEVEL

You can choose to play *Clandestiny* at one of three difficulty levels:

- **Brave** — You are left to solve all of the puzzles at their most difficult settings. Good luck!
- **Nervous** — The puzzles are the same as in Brave mode, but altered to make them somewhat easier. Perhaps the puzzle is partially completed, or perhaps it's organized in a way that makes the solution more obvious. Either way, this option allows you to solve the puzzles faster, but still enjoy the challenge.

• **Cowardly** — The favorite setting of anyone who's kin to Clan MacPhiles! At this level, each puzzle is just one step from completion. You only need to make the final step to solve it.

The above levels don't apply to the Door Riddles: you must play them all at their most difficult level. But don't worry: the castle's enthusiastic and friendly staff is usually lurking nearby, eager to assist you!

Once you click on the difficulty level, you next find yourself in the foyer of Castle MacPhiles, ready to explore the new laird's home.

I've had about enough of this "friendly staff" rot. Don't ye worry about them bags, now: I'll be handlin' 'em fer ye. The rest of this chapter? Nothin' much to it — just extra puff and blather. Ye want my advice, ye'll quit readin' and get yerself back to the game. I'll be seein' ye later!

LOADING A SAVED GAME

To return to a *Clandestiny* game that you previously saved:

1. If you have just launched *Clandestiny*, you will be taken to this page after the logo screens are displayed. During gameplay, go to the PHOTOS section inside your GuideBook. You may find this handy resource in the upper right section of the screen.
2. Click on the photo that displays the room image and description that you want to return to.
3. Click the room image. The game will begin at the place you last saved it.

**PULSING EYEBALL**

During a challenge, this eyeball appears whenever the object you have selected has more than one potential destination. You may also deselect the object by left-clicking it. The message of the Pulsing Eyeball is: DECIDE.

**CHATTERING TEETH**

These teeth appear when there is something to hear. To give a listen, left-click once.

**THE CAMERA**

Your camera sits on the left side of the Top Shelf. You can use it to save a game in progress. To find out how to do this, see "Saving A Game" later in this section.

**THE GUIDEBOOK**

The GuideBook may be found on the right side of the Top Shelf during the game. It's your major source of history, lore, and hints as you make your way around the Castle. (There's even a map, in case you get lost.) Referring to the GuideBook is the best way

to summon the indomitably garrulous Fergus, who can usually be trusted for a useful fact or even the complete solution, if you want it. When you're working on a Challenge, the GuideBook automatically opens to the Tips section.

**EXIT**

This way out. Found on the Top Shelf over the GuideBook and Camera, you may leave Clandestiny by left-clicking where you see this icon. Select the GuideBook so it appears on the screen. Next, go to the Top Shelf and left-click on EXIT. You'll be reminded to save your progress, but if ya gotta go, ya gotta go... Haste ye back!

THE INS & OUTS

While Castle MacPhiles was quite obviously built as a hideout, not a hotel, there are a few things ye should ken to make yer stay a wee bit more comfortable.

SAVING A GAME

As you help Andrew and Paula through their adventure, don't forget to stop once in a while and protect your progress! Saving your game is as

easy as taking a snapshot with your trusty old camera:



1. Move the cursor to the left half of the Top Shelf, and click on the Camera when it appears.

2. Move the Rolling Eyeball

cursor over the nine numbers that appear at the top of the window. Highlight the number corresponding to the snapshot frame in which you want to save the game, and left-click to select it. You may also type the number on your keyboard.

If you choose a snapshot frame that already contains another game, your current game will replace the existing one.

3. Enter the name your game will be saved under. To do this, select letters with the mouse, or type in the caption (up to 15 characters). To create a word space, use the hyphen key. The Back Arrow key is the backspace key.

4. Click the **SAVE** button at the lower right side of the screen, or press **ENTER**. To return to the castle from the Camera without saving, click **CANCEL** at any time.

Ye can take yer own snapshots of Clandestiny by pressing the **F12** key anytime an icon thingee is showin'. The images then can be found in yer Games/Clan directory.

RESTORING A SAVED GAME

Don't like it where you are? Want to go back and start over from where you left off last time? Here's how:

1. Move the cursor to the right half of the Top Shelf, and click on the GuideBook icon when it appears.
2. Click the **PHOTOS** tab to move to the Photo section.
3. Click on the snapshot that shows the game you want to return to.
4. Click the image on the photograph to re-enter Clandestiny at that point.

And, in seconds, you're there!

CHALLENGES



astle MacPhiles has its share of ghosties and goblins, sure, but they're wee trouble compared to some of the puzzles. Ye'll be findin' 'em in two breeds. It's challenge yer lookin' fer, and a fine one ye'll get!

DOOR RIDDLES

These word puzzles (usually cryptic rhymes solved by manipulating the letters of the alphabet) are hung over a great many of Castle MacPhiles' doorways.

Solving a Door Riddle earns you the right of passage through that door, and perhaps others as well. In addition, you will fit a word from the MacPhiles' family motto into the banner beneath the family crest. Do not lose these words: they are hard-won treasures, and you may need them to solve larger challenges later on!

If you find it necessary to consult the staff for assistance, you may gain access to the door, but you will not receive a word for the banner.

HOUSE CHALLENGES

If a door is closed to you, and there's no door riddle attached to it, you may have to resolve one of the castle's many other challenges before you can gain access. These challenges include a variety of logic puzzles and other games. Some of these you play against yourself. Some you'll play against a ghostly opponent.

Overcoming a House Challenge usually wins you access to more parts of the castle, or unlocks a useful bit of MacPhiles clan lore.

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GETTING HELP

If you click the GuideBook while you're actively pursuing a door riddle or a house challenge, it automatically opens to the Tips section. Here's how it works:

1. *To get just a small hint, click on the lower right corner of the GuideBook page to move forward one page.*
2. *If the small hint doesn't help, page forward again. This hint will be a bit more specific.*
3. *For each puzzle, there are four hints. The third one will be yet more specific. And on the fourth page, an offer is made solve the riddle for you. If you turn the page yet again, the challenge will be solved for you.*

For more information on the GuideBook, please refer to the Resources section, which begins on the next page.

RESOURCES



Ian MacPhiles may have been a cowardly bunch, but they were also uncommonly literate. Their castle contains a wealth of resource information that will prove useful throughout your adventure.

THE GUIDEBOOK

The GuideBook is generally available any time you're inside Castle MacPhiles. It's on the right side of the Top Shelf. Left-click to open it.

The book's six handy chapters are easily reached by clicking one of the six tabs on its bottom edge. Here's what you'll find in each chapter:

GLOSSARY

A charming dictionary of Scottish language and lore.

- Click one of the letters on the first page of the Glossary to jump directly to that letter's entries.
- Click on the lower right corner of each Glossary page to thumb forward; or on the lower left corner to turn back.
- Click the **Glossary** tab again to return to the first page of the Glossary.

MAPS

When you first enter Castle MacPhiles, this section is nothing more than one partial map of the first floor, followed by several blank pages.

As your explorations continue, each new place you visit will be added to this section, until you've mapped the entire castle.

- To page forward, click the lower right corner of the map page.

Click the lower left corner to page back.

- Click the **Maps** tab to return to the first page of the Maps section.

PHOTOS

The Photo section offers more than winsome and bloodcurdling...ah, make that heartwarming Kodak moments from your grand adventure. It's also where you go to resume a previously saved game. Here's how:

1. *Move the cursor to the right half of the Top Shelf, and click when the GuideBook appears.*
2. *Click the Photos tab to move to the Photo section.*
3. *Click on the snapshot that shows the game you want to return to.*
4. *Click the image on the photograph to re-enter Clandestiny at that point.*

You know there's magic afoot when the family photo album lets you walk right into the photographs....

STORY PAGES

Found behind the Photos section by clicking on the folded tab in the bottom right corner of the Guidebook. As you progress through Clandestiny, you may replay sections of the story by flipping through the various acts and then left-clicking on the image on the page.

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TIPS

An important part of the GuideBook is the Tips section.

- While you're wandering around Castle MacPhiles, choose the **Tips** tab to read a page of useful traveller's tips. The Scottish passion for their homeland is evident on this page, as is their fond desire that visitors from abroad receive the warmest possible welcome.
- When you're actively engaged in a Door Riddle or House Challenge, the GuideBook automatically falls open to this section. For each puzzle, the GuideBook offers five pages, containing four hints. To view the first hint, turn the page by left-clicking the lower right corner. With each page you turn, the hints grow more specific. After the final hint, you receive an offer to have the challenge solved for you outright.

LORE

A compendium of Scottish myth, legend, and history. (It's often hard to know where the myth leaves off and the history begins.) Of course, the faithful retainers of Castle MacPhiles may have their own opinions of these stories....

...Which I'll gladly share with ye whenever you click on me portrait!

SIGHTS

This section describes a variety of interesting geographical or historical attractions that are popular with many visitors to Scotland.

LEAVING THE GUIDEBOOK

To leave the GuideBook and return to Castle MacPhiles, left-click to the far right or left of the GuideBook where you see the Beckoning Hands.

THE BROCHURE

At one point, the 12th Earl of MacPhiles decided to cadge a few extra pounds by turning the Castle into a tourist attraction. The Brochure is the last legacy of this misbegotten idea. The Brochure is an accordion-pleated fantasy in plaid that goes into great detail about the various sights and history to be found within the Castle's walls.

To leave the Brochure and return to the game, left-click to the far right or left of the GuideBook where you see the Beckoning Hands.

OTHER RESOURCES

In the kitchen you'll find a Cookbook full of wonderful old Scottish recipes, many of which are actually edible. In the Library, you'll find a Book of Lore that may fill in some important gaps in the MacPhiles family history. Other books introduce you to various passions the MacPhiles have entertained at one point or another in their thousand-year history.

Whenever you find a book, take your time with it. It may contain clues to aid in your adventure.